



Happy Birthday, Linux!

Here's your cake, go ahead and compile it yourself.

Security Principles



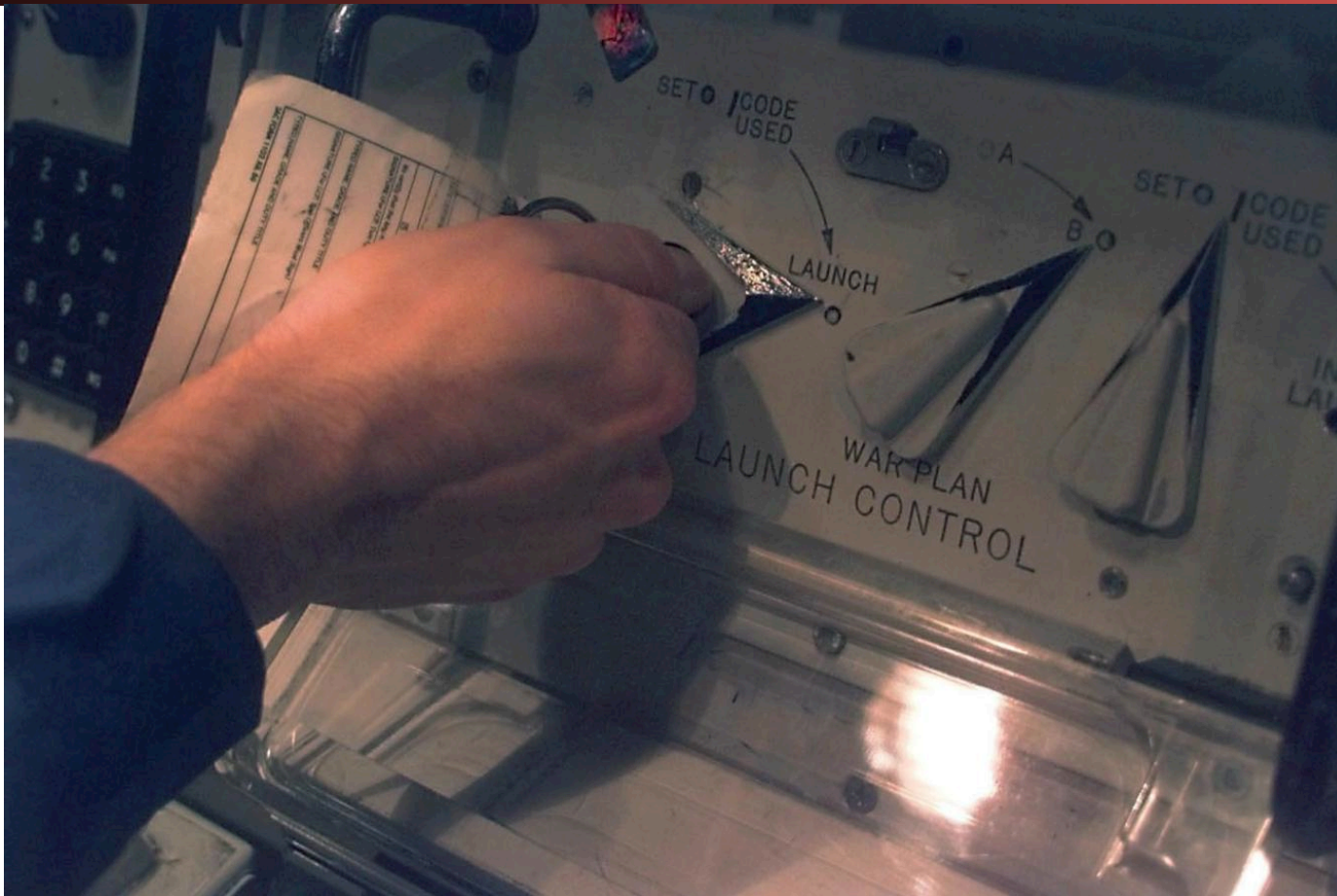
Administrivia...

- Discussion and office hours start this week
 - Go to any section you want that isn't full:
See the course webpage for the calendar
- Homework 1 released
 - Due in ~1.5 weeks, on Gradescope
- Exam conflicts
 - Private post in "Accommodations" on Piazza:
Make-up exam will be *immediately* after the scheduled exam time (so 9-11pm)

Welcome to a Nuclear Bunker



Two Man Control: Each Needs To Turn the Key



Desired Security Property: Only Want To Destroy The World On Purpose



“Separation of responsibility.”

Independent
audit

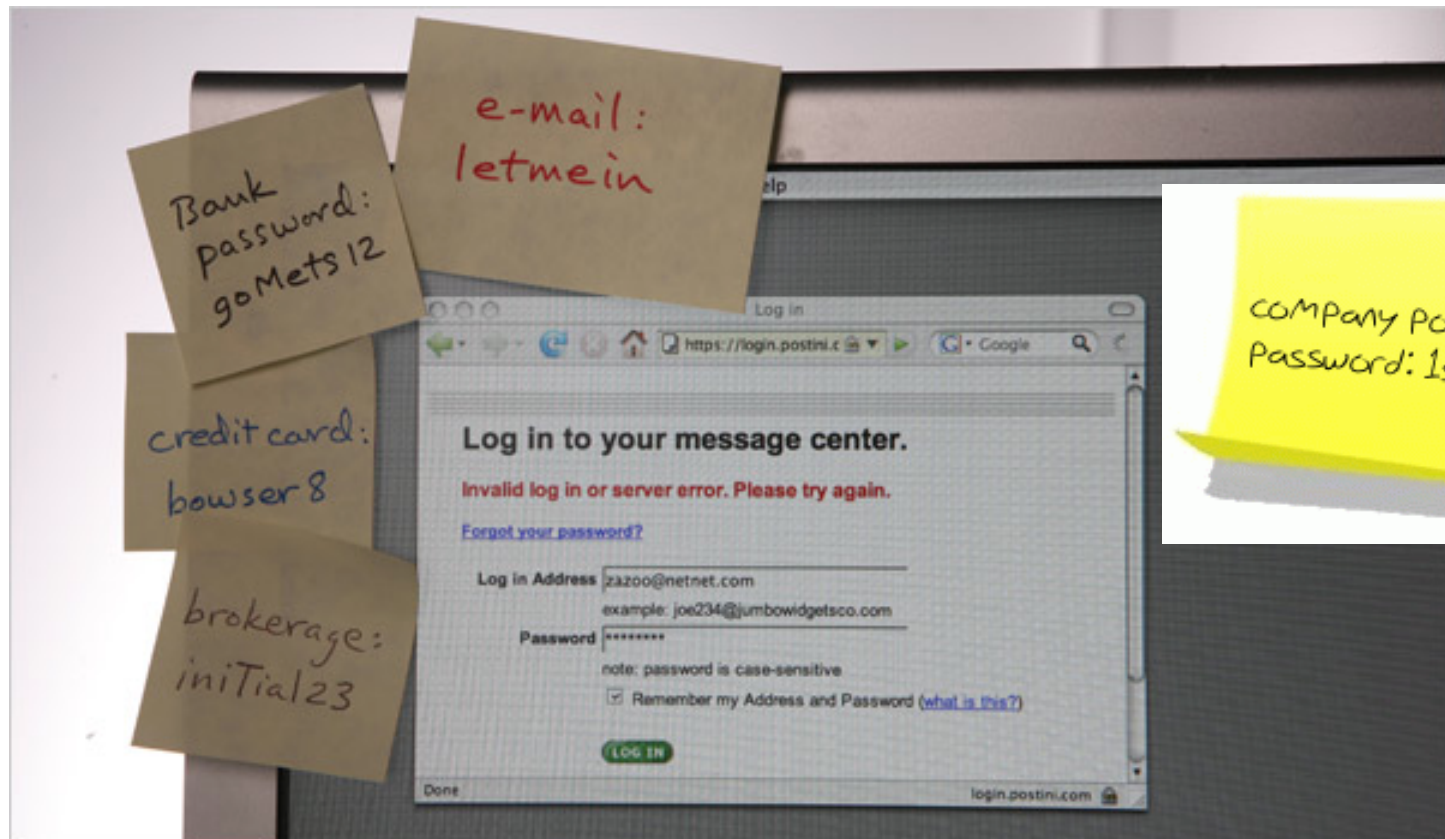


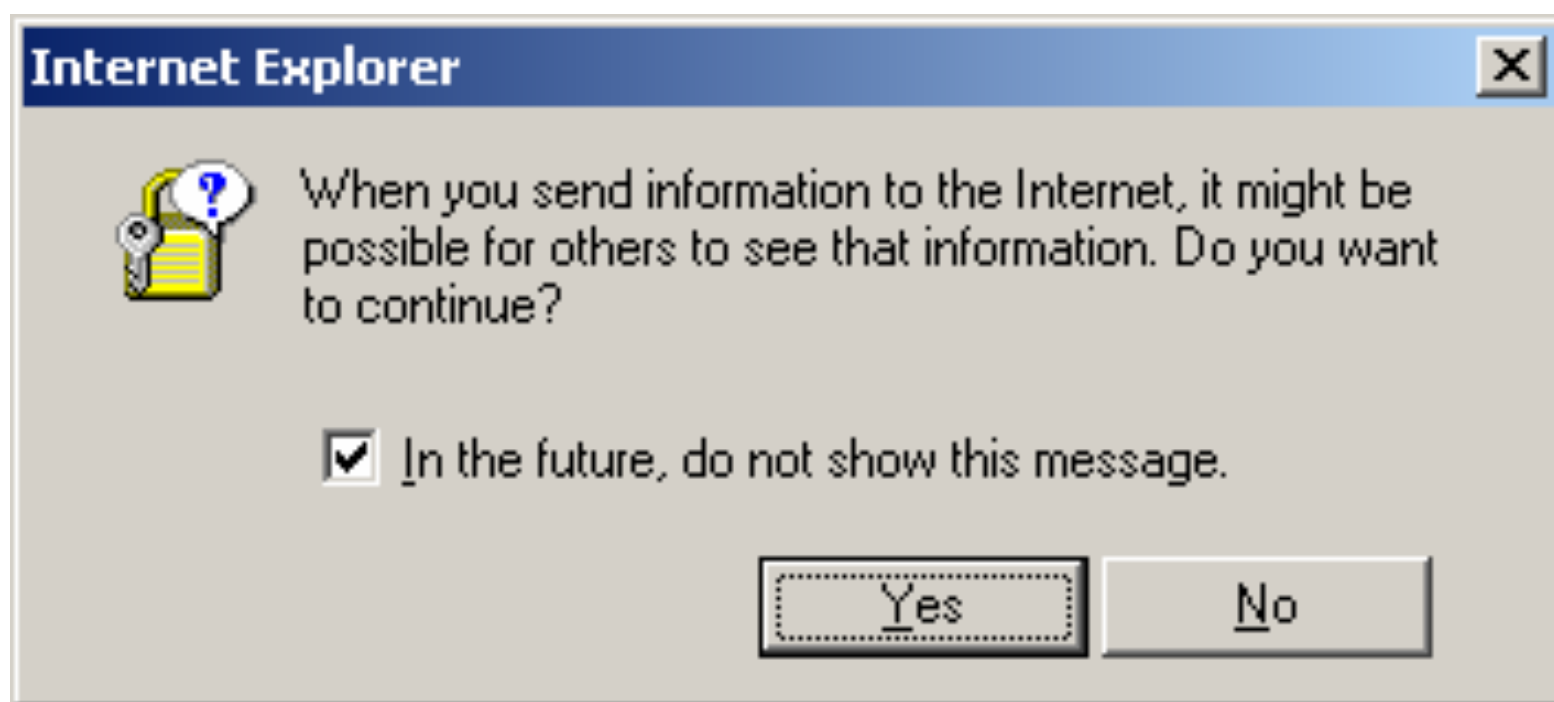
Summary:

Notions Regarding Managing Privilege

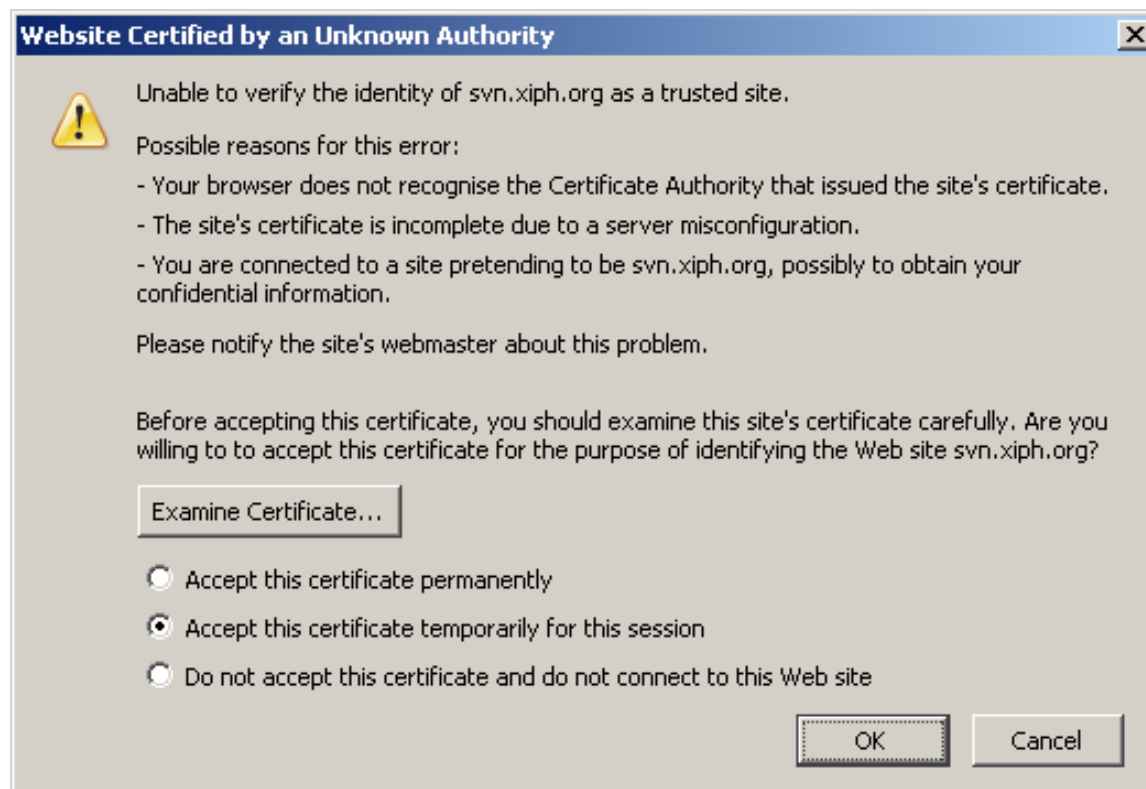
- Least privilege
 - The notion of avoiding having unnecessary privileges
- Privilege separation
 - A way to achieve least privilege by isolating access to privileges to a small Trusted Computing Base (TCB)
- Separation of responsibility
 - If you need to have a privilege, consider requiring multiple parties to work together (collude) to exercise it

Impact of a Password Policy











Security Keys and Human Factors

- This is a security key for storing key material for an encrypted military phone
 - Leverages a lifetime of knowledge in how to protect physical keys
- U2F security keys leverage the same knowledge!
- Product/design idea:
*A **physical** doorlock that uses a U2F key!*

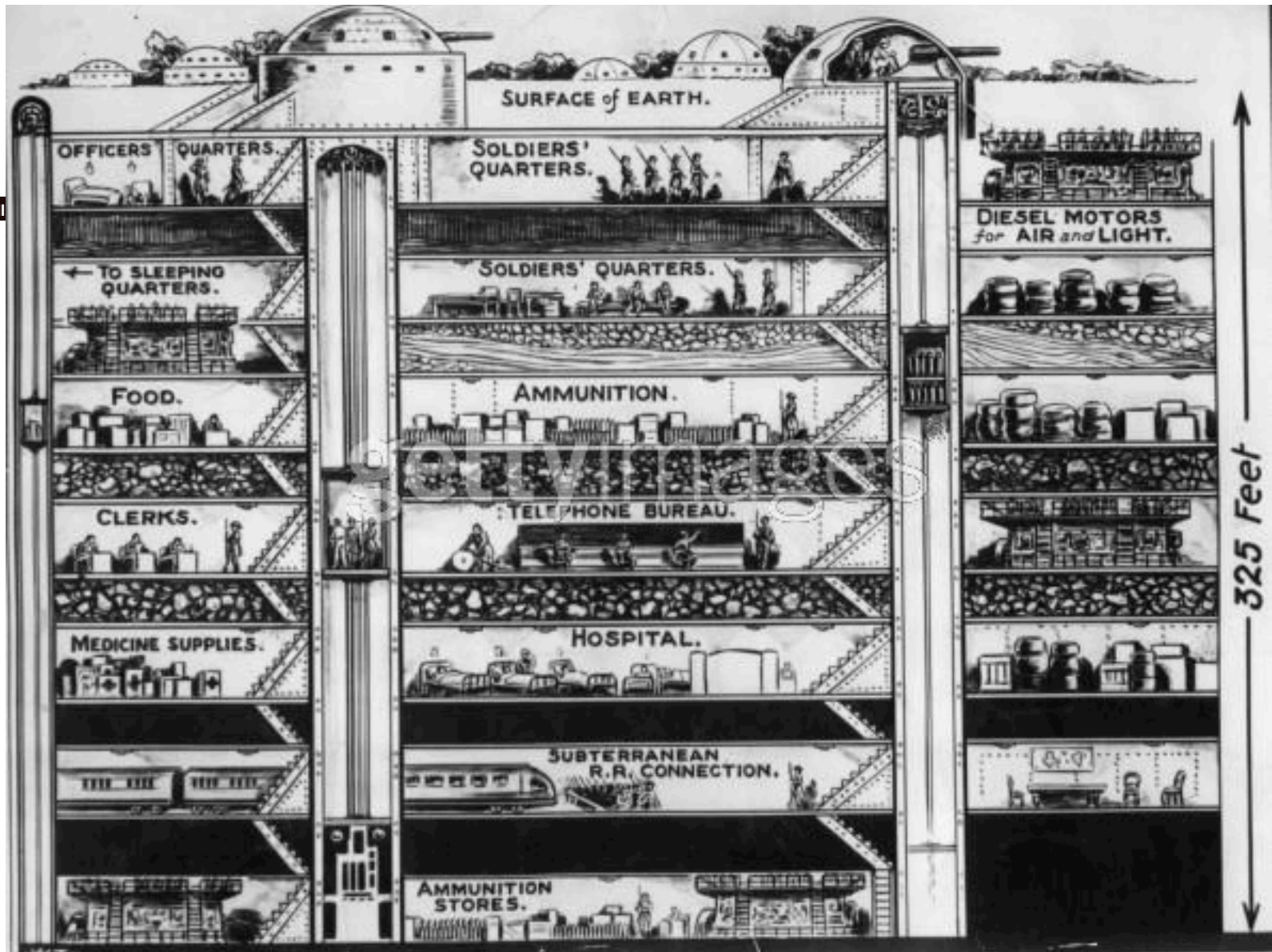


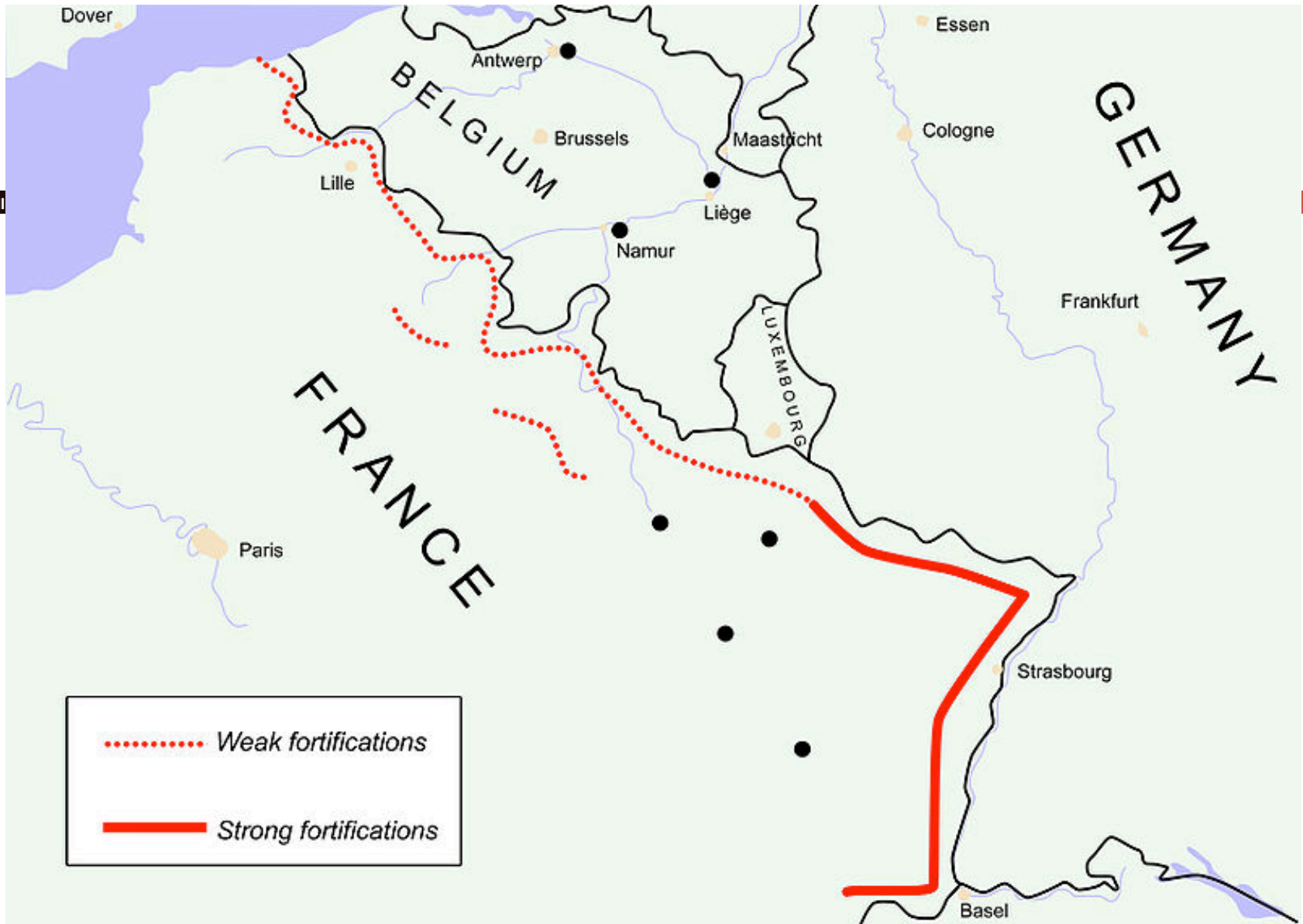
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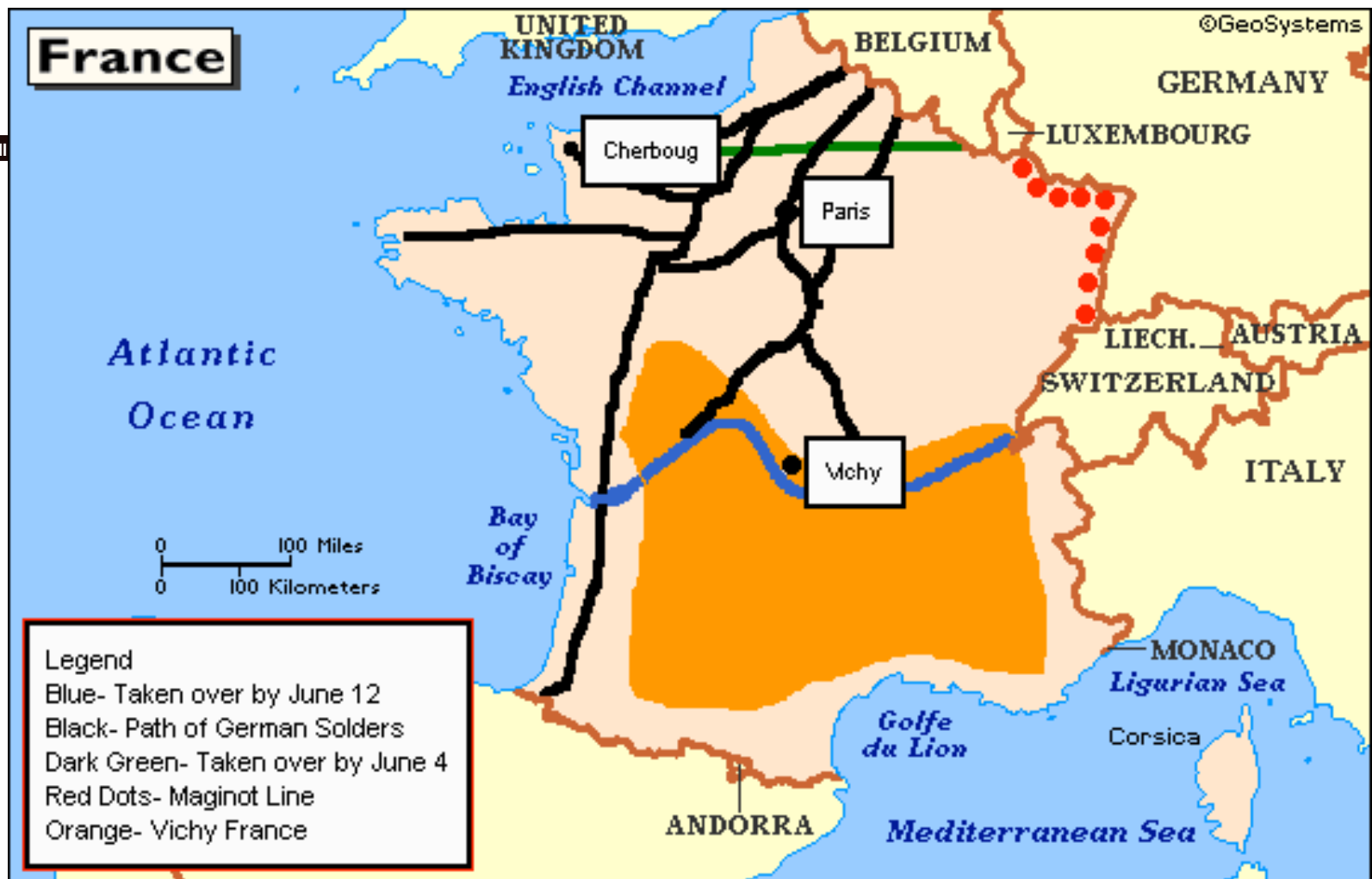
Dealing with Users

- Psychological acceptability
 - Will users abide a security mechanism, or decide to subvert it?
 - Remember Rule 777...
- Consider human factors
 - Does a security mechanism assume something about human behavior when interacting with the system that might not hold, even in the absence of conscious decisions by the users to subvert
 - Have the computer do computer-y things, and humans do human-y things









“Only as secure as the weakest link.”

- "A door lock is only as strong as the window"













“Don’t rely on security through obscurity.”

- Because otherwise the raptors will get you...
- Obscurity does help but you need to design your system so that it fails...
- Kerckhoffs's Principle:
 - A cryptosystem should be secure even if everything about the system, ***except the key***, is public knowledge.
- Shannon's Maxim:
 - The enemy knows the system











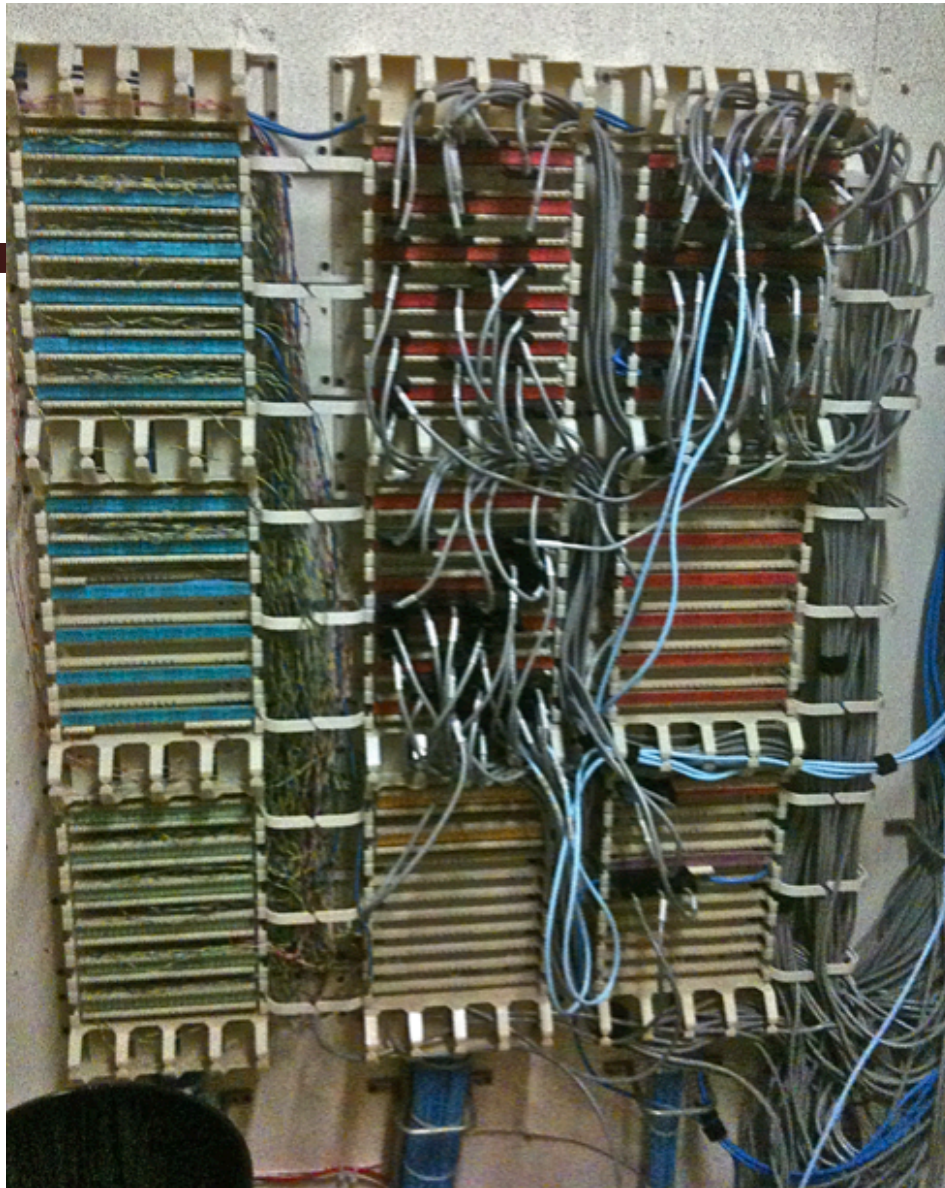


“Trusted path.”

- Users need to know they are talking with the legit system
- System needs to know its talking with the legit user
- These channels need to be unspoofable and private
 - ATM skimmers are a failure of the trusted path

Soda Hall wiring closet







Protection?



“Use fail-safe defaults.”

- But it can often be hard to determine
- Default for access here is reasonable...
 - Deny all except for an allowed user list
- But when the power goes out...
 - Should the lock fail shut?
Should the lock fail open?

Common Assumptions When Discussing Attacks

- (Note, these tend to be pessimistic ... but prudent)
- Attackers can interact with our systems ***without particular notice***
 - Probing (poking at systems) may go unnoticed ...
 - ... even if highly repetitive, leading to crashes, and easy to detect
- It's easy for attackers to know general information about their targets
 - OS types, software versions, usernames, server ports, IP addresses, usual patterns of activity, administrative procedures

Common Assumptions, con't

- Attackers can obtain access to a copy of a given system to measure and/or determine how it works
 - Shannon's Maxim: "The Enemy Knows the System"
- Attackers can make energetic use of automation
 - They can often find clever ways to automate
- Attackers can pull off complicated coordination across a bunch of different elements/systems
- Attackers can bring large resources to bear if req'd
 - Computation, network capacity
 - But they are not super-powerful (e.g., control entire ISPs)

Common Assumptions, con't

- If it helps the attacker in some way, ***assume they can obtain privileges***
 - But if the privilege gives everything away (attack becomes trivial), then we care about unprivileged attacks
- The ability to robustly detect that an attack has occurred ***does not replace desirability of preventing***
- Infrastructure machines/systems are well protected (hard to directly take over)
 - So a vulnerability that requires infrastructure compromise is less worrisome than same vulnerability that doesn't

Common Assumptions, con't

- Network routing is hard to alter ... other than with physical access near clients (e.g., “wifi/coffeeshop”)
 - Such access helps fool clients to send to wrong place
 - Can enable Man-in-the-Middle (MITM) attacks
- We worry about attackers who are lucky
 - Since often automation/repetition can help “make luck”:
If its 1 in a million, just try a million times!
- Just because a system does not have apparent value,
it may still be a target
 - "Lets break into the Casino network... Through the fishtank"
- Attackers are mostly undaunted by fear of getting caught
 - There are exceptions

Patches & 0-days

- Systems have vulnerabilities all the time...
 - A *patch* is an update which is designed to remove such vulnerabilities.
- An "0-day" is an exploit where nobody but the attacker knows about
 - So there *is* no patch
- But 0-days are rare: Require independent discovery...
 - But it is straightforward to take a patch and find an exploit
- So patch religiously!
 - Similarly, the "patch" for influenza is the flu-shot. GET ONE!

And Most Exploits These Days Are Chains...

- EG, to pwn an iPhone...
 - Need an exploit for the browser to start running code within the browser's sandbox
 - And another exploit to break out of the sandbox and take over the OS kernel...
 - And that other exploit may actually be 2-3 exploits themselves chained together
- So e.g. on the massive Chinese campaign...
 - There was one known 0-day in the chains...
 - But taking over the browser MAY have only been 1-day: Take patch, derive exploit. (We just don't know...)